Owner's Manual

Please read before using this equipment.

Listen to your laptop!

# Bilingual Talking Laptop

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# ❒ Features

Your RadioShack Bilingual Talking Laptop is a fun learning tool you can use alone or with a friend. The laptop talks to you to help you learn math and spelling, test your memory, and challenge yourself with word games. Enjoy 40 different activities in all. Use the laptop to help develop your computer skills with the fully-functional mouse and keyboard.

The laptop's features include:

**Spoken Instructions and Responses** — gives you audible instructions, answers, and encouragement.

**Bilingual Compatibility** — lets you select English or Spanish as the language for the laptop to use during your activities.

**Built-In Mouse** — lets you move the cursor to the desired location without using the keyboard.

**Electronic Synthesizer** — lets you record and play back songs that you compose.

## THE FCC WANTS YOU TO KNOW

This device complies with Part 15 of the FCC Rules. Operation is subject to the condition that this device does not cause harmful interference.

# ❒ Preparation

## INSTALLING BATTERIES

Your laptop requires four AA batteries (not supplied) for power. For the best performance and longest life, we recommend RadioShack alkaline batteries.

**Cautions:**

- Use only fresh batteries of the required size and recommended type.
- Do not mix old and new batteries, different types of batteries (standard, alkaline, or rechargeable), or rechargeable batteries of different capacities.

1. Use a Phillips screwdriver to loosen the screw in the battery compartment cover.
2. Install the batteries as indicated by the polarity symbols (+ & –) marked inside the battery compartment.
3. Replace the cover and tighten the screw.

When the sound weakens or the display dims, replace the batteries.

**Cautions:**

- Never leave dead or weak batteries in the laptop.
- Dispose of old batteries promptly and properly. Do not burn or bury them.
- Do not use rechargeable batteries.
- If you do not plan to use the laptop for a week or more, remove the batteries.

**Notes:**

- Replacing the batteries erases the laptop's memory.
- If your laptop locks up, reset it by removing the batteries and reinstalling them.

## USING AN AC ADAPTER

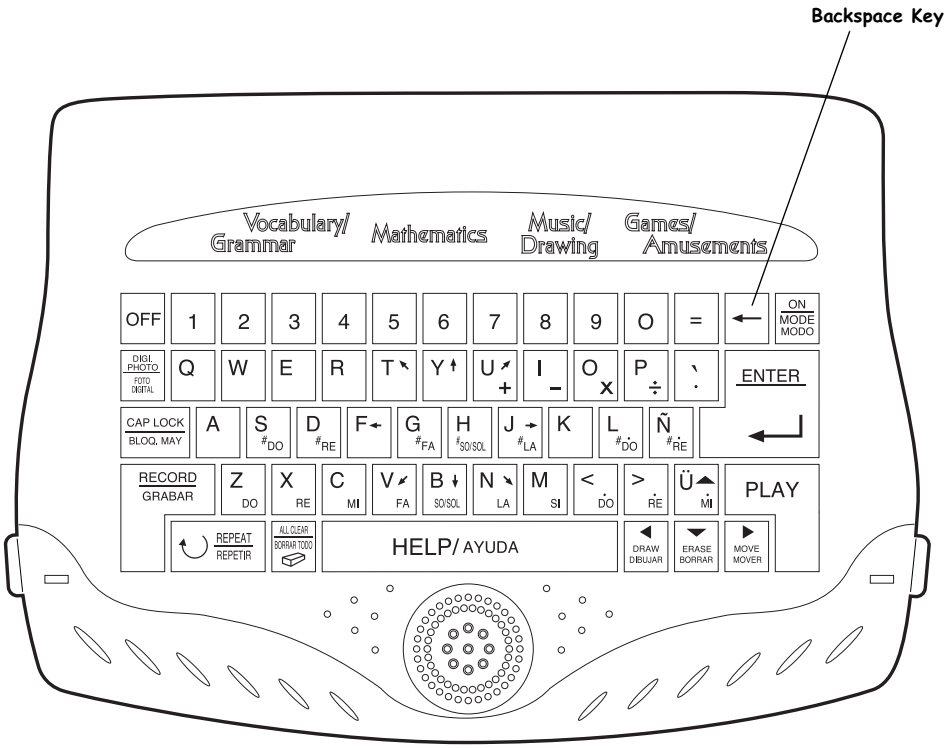
You can power the laptop from a standard AC outlet using an optional AC adapter.

**Cautions:**

- You must use an AC adapter that supplies 6 volts and delivers at least 300 mA. Its center tip must be set to positive and its plug must fit the laptop's **DC 6V** jack. Using an adapter that does not meet these specifications could damage the laptop or the adapter.
- Always plug the AC adapter into the laptop before you plug it into the AC outlet.

1. Insert the AC adapter's barrel plug into the laptop's DC 6V jack.
2. Plug the adapter into a standard AC outlet.

**Caution:** When you finish using the laptop, turn it off and unplug the adapter from the AC outlet before unplugging it from the laptop. Do not leave the laptop plugged in when you are not using it.




# ❒ Operation

## OPENING THE COVER

1. Place the laptop on a flat surface, then press the lock/release buttons on either side of the laptop to unlock the cover.
2. Lift up the cover so you can see the screen.
3. When you finish using the laptop, fold the cover down until it locks into place.

## TURNING THE LAPTOP ON AND OFF

1. To turn on the laptop, press **ON/ MODE**. The laptop plays a short melody, **`Bilingual Talking Laptop`** appears, and the laptop prompts you to select a language.
2. Press **E** for English or **S** for Spanish, then press **ENTER**. Or click the mouse or press **ENTER** when the desired language appears.
3. To turn off the laptop, press **OFF**. The laptop says "Bye Bye" and turns itself off.

**Note:** If you do not press a key for 5 minutes, the laptop says "Bye Bye" and turns off automatically to save power. To turn it back on, press **ON/MODE**.

## SELECTING AN ACTIVITY

This section provides general instructions for playing games on the laptop. For information about each game, see "Activities" on Page 7.)

1. Press **ON/MODE** to select an activity. The laptop shows you the Category Selection Menu (**1. Vocabulary & Grammar**, **2. Mathematics**, **3. Music & Drawing**, **4. Game & Amusement**) and says "Select an activity."

   **Note:** If you do not press a key for about 10 seconds, the laptop repeats the instructions until you select an activity.

2. Type in the activity number and press **ENTER**. You can also select the activity step by step from the Category Selection Menu:

   - When the desired category appears, press **ENTER** or click the mouse.
   - Select the activity from the number box using the arrow keys or just type in the number.
   - After your selection, press **ENTER** or any mouse button.

If you want to go to another activity before finishing the existing activity, press **ON/MODE** to go back to the Category Selection Menu and restart the selection procedures.

**Notes:**

- While in any vocabulary, grammar, mathematics or shape puzzles activity, you can get help by pressing **HELP**.
- If you do not input an activity within about 40 seconds, the laptop will begin Activity 40, a demonstration of the available games.

## SCORING

Every time you answer a question correctly, an animated character appears and congratulates you.

If you answer incorrectly, the laptop sounds a low tone and says "Try again," also showing an animation. If you get the wrong answer a second time, the laptop sounds a low tone and displays the correct answer.

The vertical bars at the top of the screen indicate the number of questions answered correctly. For example, if you answer three questions correctly, three bars appear.

At the end of the activity, the laptop gives you feedback on your performance.

# ❒ Activities

This section describes all of the games and activities you can play on your laptop. Each description includes explanations of how the game is played, whether the game or activity is scored and how you earn points if it is scored.

**Notes:**

- Clicking the left or right mouse button is the same as pressing **ENTER** on the keypad.
- Any time you miss a picture or need to see it again, press **REPEAT**.
- When you finish an activity, the Category Selection Menu appears. Type in the number of your desired activity and press **ENTER** or follow the activity selection procedures (see "Selecting an Activity" on Page 6).
- Use the backspace key or **ALL CLEAR** to fix any mistakes.

## CATEGORY 1: VOCABULARY & GRAMMAR

### Activity 1 — Missing Letter

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **1** then **ENTER** to enter Activity 1. The laptop displays a picture, then a word associated with that picture with one letter missing.
3. Type in the missing letter.

**Notes:**

- You earn one point for each correct answer. You have two chances to answer each question.
- If you answered incorrectly both times, the laptop shows you the correct answer, and you get no points.

### Activity 2 — Spelling Correction

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **2** then **ENTER** to enter Activity 2. The laptop displays a picture, then a word associated with that picture. There is one incorrect letter in the word.
3. Move the cursor to the incorrect letter, then type in the correct one.

### Activity 3 — Scrambled Word

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **3** then **ENTER** to enter Activity 3. The laptop displays a picture, then a scrambled word associated with that picture.
3. Move the cursor to the first letter of the word, then press **ENTER** or click the mouse. THe selected letter moves to the first letter of the second row.
4. Repeat Step 3 for the second and subsequent letters.

When you rearrange the letters in the correct order, you earn 1 point.

## Activity 4 — Extra Letter

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **4** then **ENTER** to enter Activity 4. The laptop displays a picture, then a word associated with the picture with an extra letter added.
3. Move the cursor to the incorrect letter, using the arrow keys or mouse, then press **ENTER** or click the mouse button.

## Activity 5 — Anagram

In Anagram, you make a new word using the displayed word.

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **5** then **ENTER** to enter Activity 5. The laptop displays a word.
3. Move the cursor to the desired letter of the old word, then press **ENTER** or click the mouse button. The selected letter moves to the second row to start your new word.
4. Repeat Step 3 until all the letters of the original word are used.

## Activity 6 — Plural

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **6** then **ENTER** to enter Activity 6. The laptop displays a picture with two identical items.
3. Type in the plural form of the word associated with the items, then press **ENTER**.

**Note:** You earn 1 point for each correct word.

## Activity 7 — Antonym

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **7** then **ENTER** to enter Activity 7. The laptop displays a word.
3. Type in the antonym (a word with the opposite meaning) in the second row.
4. Press **ENTER** after typing in the word.

**Note:** You earn 1 point for each correct word.

## Activity 8 — Flash Memory

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **8** then **ENTER** to enter Activity 8. The laptop displays a word for a short time, then repeats it once.
3. Recall the word and type it in, then press **ENTER**.

**Note:** You earn 1 point for each correct spelling.

## Activity 9 — Root Word

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **9** then **ENTER** to enter Activity 9. The laptop displays a word in the first row and shows two choices for the root of the word in the second row.
3. Highlight your choice for the root using the arrow keys or the mouse, then press **ENTER** or click the mouse button.

**Note:** You earn 1 point for each correct answer.

**Important:** In Spanish mode, this activity is Tenses, not Root Word. To play Tenses, follow these directions:

1. The laptop gives you a word in the upper part of the screen and asks for a particular tense of the word (for example, the past tense). It then gives you two choices for the correct tense of the word.
2. Use the up and down arrow keys to select one of the words, then press **ENTER**.

**Note:** The laptop tells you if your answer is correct.

### Activity 10 — Sentence

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **1**, **0**, then **ENTER** to enter Activity 10. The laptop scrolls a sentence with a missing word across the upper half of the screen.
3. Use the up or down arrows or the mouse to view possible replacement words.
4. When the desired word appears, press **ENTER** or click the mouse button.

**Note:** You earn 1 point for each correct answer.

### Activity 11 — Jumbled Sentences

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **1** twice, then **ENTER** to enter Activity 11. The laptop displays a scrambled sentence in the top part of the screen.
3. When you decide which word begins the sentence, use the left or right arrow keys to move to the selected word, then press **ENTER**. The selected word moves down to the second row.
4. Repeat Step 3 for the rest of the words.

**Note:** When all the words at the top are used, the laptop tells you if your unscrambled sentence is correct.

## CATEGORY 2: MATHEMATICS

### Activity 12 — Addition

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **1**, **2**, then **ENTER** to enter Activity 12. The laptop displays an addition question.
3. Type the correct answer and press **ENTER**.

**Note:** The laptop tells you if your answer is correct. You have two tries for each question.

### Activity 13 — Subtraction

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **1**, **3**, then **ENTER** to enter Activity 13. The laptop displays a subtraction question.
3. Type the correct answer and press **ENTER**.

**Note:** The laptop tells you if your answer is correct. You get two tries for each question.

## Activity 14 — Multiplication

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **1**, **4**, then **ENTER** to enter Activity 14. The laptop displays a multiplication question.
3. Type the correct answer and press **ENTER**.

**Note:** The laptop tells you if your answer is correct. You have two tries for each question.

## Activity 15 — Division

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **1**, **5**, then **ENTER** to enter Activity 15. The laptop displays a division question.
3. Type the correct answer and press **ENTER**.

**Note:** The laptop tells you if your answer is correct. You get two tries for each question.

## Activity 16 — Completing Equations

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **1**, **6**, then **ENTER** to enter Activity 16. The laptop displays an equation that is missing a mathematical symbol (+, −, ×, ÷).
3. Enter the correct symbol to complete the equation.

**Note:** The laptop tells you if your answer is correct.

## Activity 17 — Smaller/ Larger

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **1**, **7**, then **ENTER** to enter Activity 17. The laptop displays two mathematical problems, one on each row.
3. Work the problems and compare their results.
4. Enter > (greater than) or < (less than) to complete the equation.

**Note:** You have only one chance to get the correct answer.

## Activity 18 — Numbering Logic

The aim of this activity is for you to analyze and identify the mathematical operation behind the complete set of numbers.

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **1**, **8**, then **ENTER** to enter Activity 18. The laptop displays two pairs of numbers. A number is missing from one of the pairs.
3. Identify the mathematical relation between the two numbers of the complete pair, then apply the relationship to the incomplete pair to find out the missing number.
4. Type the missing number and press **ENTER**.

**Note:** You get two tries for each question.

## Activity 19 — Fraction

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **1**, **9**, then **ENTER** to enter Activity 19. The laptop displays an equation

consisting of mixed fractions. Part of one of the fractions is missing.

3. Figure out the number that makes the equation true. Type the number, then press **ENTER**.

**Note:** You have two tries to answer the question.

## Activity 20 — Percentages

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **2**, **0**, then **ENTER** to enter Activity 20. A percentage or a fraction appears.
3. If a percentage appears, type in the fraction corresponding to that percentage. If a fraction appears, type in the percentage corresponding to that fraction.

**Note:** The laptop tells you if your answer is correct. You have two tries for each question.

## Activity 21 — Algebra

It would be helpful to have some prior knowledge of algebra before attempting this activity.

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **2**, **1**, then **ENTER** to enter Activity 21. The laptop displays an equation which includes an unknown (**X**).
3. Figure out the value of **X** in order to solve the algebraic equation. Type the value and press **ENTER**.

**Note:** You have two tries for each question.

## Activity 22 — Factor & Multiples

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **2** twice, then **ENTER** to enter Activity 22. The laptop asks you either Lowest Common Multiple (LCM) or Highest Common Factor (HCF) questions.
3. In a HCF question, you see two numbers at the top of the screen and **HCF** below them. Find the HCF of the numbers, type it, then press **ENTER**.

   In a LCM question, you see three numbers at the top of the screen and **LCM** below them. Find the LCM of the numbers, type it, then press **ENTER**.

**Notes:**

- You have two tries for each question.
- The correct answer will not be scored if you use **HELP**.

## Activity 23 — Geometry

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **2**, **3**, then **ENTER** to enter Activity 23. The laptop displays a picture and asks you a question about its area.
3. Figure out the length, height, or area of the picture.
4. Type the answer and press **ENTER** or click the mouse.

**Notes:**

- Rectangle: Area = Length x Height
- Triangle: Area = Length x Height ÷ 2
- Square: Area = Length x Height

### Activity 24- Calculator

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **2**, **4**, then **ENTER** to enter Activity 24.
3. Use the laptop as calculator. Enter the calculation and press = to get the result.
   - The maximum length of the calculation is 10 digits, including any mathematical symbols.
4. To clear the screen and start a new calculation, press **ALL CLEAR**.

## CATEGORY 3: MUSIC & DRAWING

### Activity 25 — KARA-OK

You can sing along with the laptop or just listen to different songs in this activity. There are 26 songs in the memory.

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **2**, **5**, then **ENTER** to enter Activity 25.
3. Select a song by pressing any letter from **A** to **Z**.

### Activity 26 — Dance to Music

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **2**, **6**, then **ENTER** to enter Activity 26. The laptop displays a standing figure.
3. Press any letter from **A** to **Z** to select a melody from the memory.
4. Once the melody starts playing, press **T** or **U** to move the figure's arms, and **V** or **N** to move the figure's legs.

### Activity 27 — Music Maker

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **2**, **7**, then **ENTER** to enter Activity 27. Press the keys with the blue music symbols to compose your own melody.
3. Press **RECORD** before you begin composing to record your melody. **r** appears in the top right hand corner of the display during recording.

   **Note:** You can record up to 34 notes.
4. When you finish recording, press **PLAY** to hear the playback.
5. To erase the stored melody, press **ALL CLEAR**, change to another activity, or turn the laptop off.

### Activity 28 — Draw

This activity uses special drawing keys (**T**, **Y**, **U**, **F**, **J**, **V**, **B**, and **N**) to draw, move, and erase a picture.

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **2**, **8**, then **ENTER** to enter Activity 28.
3. Select the drawing mode by pressing **DRAW** (◄), **MOVE** (►), or **ERASE** (▼). A drawing point appears at the center of the screen.
4. Press **DRAW, then** use the drawing keys to draw.

Press **ERASE**, then use the drawing keys to erase points and lines in the drawing.

Press **MOVE**, then use the drawing keys to move to another location in your picture.

5. Use **ALL CLEAR** to clear the whole screen.

**Note:** You can also modify pictures that already exist on the laptop. Just press **DIGI PHOTO** to bring up different pictures until your desired picture appears, then use the command keys to alter it as desired.

### Activity 29 — Drawing Programming

This activity helps you learn how to transform manual operation into computer language to perform an automation. For example, you can program the laptop to draw a diamond.

The program starts with **Start** and ends with **End**. Use the drawing commands (**DRAW**, **ERASE** and **MOVE**), direction keys (**T**, **Y**, **U**, **F**, **J**, **V**, **B**, and **N**), and the distance units to create a procedure.

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **2**, **9**, then **ENTER** to enter Activity 29.
3. Choose the desired drawing command to begin your program.
4. Use the direction keys to tell your program in which direction to perform the operation and press **ENTER** after each step.

   **Note:** Although you push the direction keys, the letters **D**, **L**, **U**, **R**, **LU**, **LD**, **RU** and **RD** (meaning down, left, up, right, left up, left down, right up and right down) appear.
5. Enter the number of dots for the command to draw, move or erase. You can draw up to 9 dots in each command line.
6. Press **RECORD** to save the program.
7. To run the program, press **PLAY**.
8. To edit the program, press **REPEAT**. Use the backspace key to erase the commands one by one, or use **ENTER** to skip the correct procedures. Press **RECORD** to finish editing.
9. To erase the program, press **ALL CLEAR**.

## CATEGORY 4: GAMES & AMUSEMENT

### Activity 30 — Keyboard Typing

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **3**, **0**, then **ENTER** to enter Activity 30. The laptop displays letters from **A** to **Z** in random order.
3. Type the letter that appears. When you type the correct letter, the letter disappears and a new letter appears. You have 2 minutes to erase as many letters as possible.

**Note:** The small horizontal bars on top of the screen indicate the elapsed time.

### Activity 31 — Typing Practice

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **3**, **1**, then **ENTER** to enter Activity 31. A letter falls from the top of the screen.

3. Type the same letter before the letter gets to the bottom. When you type the correct letter, the letter disappears and a new letter starts to fall.

4. Press **CAPLOCK** to change to capital letters. ↑ appears at the top of the screen. Press **CAPLOCK** again to change to lowercase letters.

**Note:** There is a 3-minute time limit. The small horizontal bars at the top of the screen show the time elapsed. The more letters you get, the higher your score.

## Activity 32 — WordInvaders

1. Press **ON/MODE** to go to the Category Selection Menu.

2. Press **3**, **2**, then **ENTER** to enter Activity 32. A word falls from the top of the screen.

3. Type the word before it reaches the bottom. The speed of the falling words increases the longer you play.

**Note:** The time indicator bars are located at the top of the screen. All the bars turn off when time is up, and the laptop gives your overall score.

## Activity 33 — Paper-Stone-Scissors

1. Press **ON/MODE** to go to the Category Selection Menu.

2. Press **3** twice, then **ENTER** to enter Activity 33. The laptop is your opponent. It counts from one to three.

3. Press **1** (Stone), **2** (Scissors), or **3** (Paper) immediately after the third count or you will lose the game.

**Note:** You win if your choice beats the computer's choice. Stone beats scissors, scissors beat paper, and paper beats stone.

## Activity 34 — Tower of Hanoi

The objective of this game is to move all the bars from the pole at the far left to the pole at the far right. You can move bars to middle pole while you work with other bars.

1. Press **ON/MODE** to go to the Category Selection Menu.

2. Press **3**, **4**, then **ENTER** to enter Activity 34. Select the level of difficulty from 1 (easiest) to 5 (most difficult). Press the desired number key.

3. Place the bars on any pole. You cannot stack a larger bar on top of a smaller bar.

   - To select a bar, use the arrow keys (at the bottom right corner of the keyboard) or the mouse to move the cursor to the desired bar, then press **ENTER** or click the mouse.

4. To deposit the selected bar on a pole, press **ENTER** or click the mouse again.

**Note:** The fewer moves it takes you to accomplish this objective, the higher your score.

## Activity 35 — Shape Puzzle.

1. Press **ON/MODE** to go to the Category Selection Menu.

2. Press **3**, **5**, then **ENTER** to enter Activity 35. A picture appears, then divides into four sections and reappears with the sections in random order.

3. Assign the parts a number according to their original order.

| | |
|---|---|
| **1** | the upper left |
| **2** | the upper right |
| **3** | the lower left |
| **4** | the lower right |

**Note:** The laptop displays the correct answer if you do not answer correctly after two attempts.

## Activity 36 – Discovery

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **3**, **6**, then **ENTER** to enter Activity 36. There are ten pairs of cards facing down. You have 3 minutes to match all the cards. You can turn up two cards at a time.
3. Use the arrow keys at the bottom right corner of the keyboard or the mouse to select the desired card, then press **ENTER** or click the mouse.

**Notes:**

- If you match two cards, they change to rectangles. If you do not match the cards correctly, they will be turned down again.
- Try to remember all the cards that you have turned over.
- The game ends when you have matched all the cards or your time is up.

## Activity 37 — Tic-Tac-Toe

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **3**, **7**, then **ENTER** to enter Activity 37.
3. Press **1** to play against the laptop, or **2** to play against a friend.

   The objective is to get three plus signs in a row. Whoever can get three in a row first is the winner.

   The laptop shows whose turn it is by a flashing cursor under the player's number.

## Activity 38 — Grand-Prix

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **3**, **8**, then **ENTER** to enter Activity 38. Use ◄ and ► for steering, and ▲ and ▼ to increase or decrease speed.

**Notes:**

- You have three cars to drive as far as possible within $2^1/_2$ minutes. Try to keep the car on the track. If a car runs off the track, you will lose it.
- At the end of the game, the laptop displays the total distance you have driven.

## Activity 39 — Ping-Pong

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **3**, **9**, then **ENTER** to enter Activity 39. A ball drops from the top of the screen, and you must use your ping-pong paddle to keep it from falling to the ground.

   When you hit the ball, it bounces back up and rebounds from the side or top and comes down again.

**Notes:**

- You receive one point for each time you hit the ball. Score as many points as you can within the time limit. You

have five misses before the game ends.

- To adjust the level of difficulty, you can increase the ball's speed by pressing the up arrow key, or decrease its speed by pressing the down arrow key.

### Activity 40 — Demo

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **4**, then **0**, and then **ENTER** to enter Activity 40. The laptop demonstrates all the activities.

## CARE

To enjoy your RadioShack Bilingual Talking Laptop for a long time:

- Keep the laptop dry. If it gets wet, wipe it dry immediately.
- Use and store the laptop only in normal temperature environments.
- Handle the laptop gently and carefully. Do not drop it.
- Keep the laptop away from dust and dirt.
- Wipe the laptop with a damp cloth occasionally to keep it looking new.

Modifying or tampering with the laptop's internal components can cause a malfunction and might invalidate its warranty. If your laptop is not performing as it should, take it to your local RadioShack store for assistance.


**Limited Ninety-Day Warranty**

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In the event of a product defect during the warranty period, take the product and the RadioShack sales receipt as proof of purchase date to any RadioShack store. RadioShack will, at its option, unless otherwise provided by law: (a) correct the defect by product repair without charge for parts and labor; (b) replace the product with one of the same or similar design; or (c) refund the purchase price. All replaced parts and products, and products on which a refund is made, become the property of RadioShack. New or reconditioned parts and products may be used in the performance of warranty service. Repaired or replaced parts and products are warranted for the remainder of the original warranty period. You will be charged for repair or replacement of the product made after the expiration of the warranty period.

This warranty does not cover: (a) damage or failure caused by or attributable to acts of God, abuse, accident, misuse, improper or abnormal usage, failure to follow instructions, improper installation or maintenance, alteration, lightning or other incidence of excess voltage or current; (b) any repairs other than those provided by a RadioShack Authorized Service Facility; (c) consumables such as fuses or batteries; (d) cosmetic damage; (e) transportation, shipping or insurance costs; or (f) costs of product removal, installation, set-up service adjustment or reinstallation.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

RadioShack Customer Relations, 200 Taylor Street, 6th Floor, Fort Worth, TX 76102

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Owner's Manual

Please read before using this equipment.

Listen to your laptop!

# Bilingual Talking Laptop

RadioShack®

www.radioshack.com℠

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# ❒ Features

Your RadioShack Bilingual Talking Laptop is a fun learning tool you can use alone or with a friend. The laptop talks to you to help you learn math and spelling, test your memory, and challenge yourself with word games. Enjoy 40 different activities in all. Use the laptop to help develop your computer skills with the fully-functional mouse and keyboard.

The laptop's features include:

**Spoken Instructions and Responses** — gives you audible instructions, answers, and encouragement.

**Bilingual Compatibility** — lets you select English or Spanish as the language for the laptop to use during your activities.

**Built-In Mouse** — lets you move the cursor to the desired location without using the keyboard.

**Electronic Synthesizer** — lets you record and play back songs that you compose.

## THE FCC WANTS YOU TO KNOW

This device complies with Part 15 of the FCC Rules. Operation is subject to the condition that this device does not cause harmful interference.

# ❒ Preparation

## INSTALLING BATTERIES

Your laptop requires four AA batteries (not supplied) for power. For the best performance and longest life, we recommend RadioShack alkaline batteries.

**Cautions:**

- Use only fresh batteries of the required size and recommended type.
- Do not mix old and new batteries, different types of batteries (standard, alkaline, or rechargeable), or rechargeable batteries of different capacities.

1. Use a Phillips screwdriver to loosen the screw in the battery compartment cover.
2. Install the batteries as indicated by the polarity symbols (+ & –) marked inside the battery compartment.
3. Replace the cover and tighten the screw.

When the sound weakens or the display dims, replace the batteries.

**Cautions:**

- Never leave dead or weak batteries in the laptop.
- Dispose of old batteries promptly and properly. Do not burn or bury them.
- Do not use rechargeable batteries.
- If you do not plan to use the laptop for a week or more, remove the batteries.

**Notes:**

- Replacing the batteries erases the laptop's memory.
- If your laptop locks up, reset it by removing the batteries and reinstalling them.

## USING AN AC ADAPTER

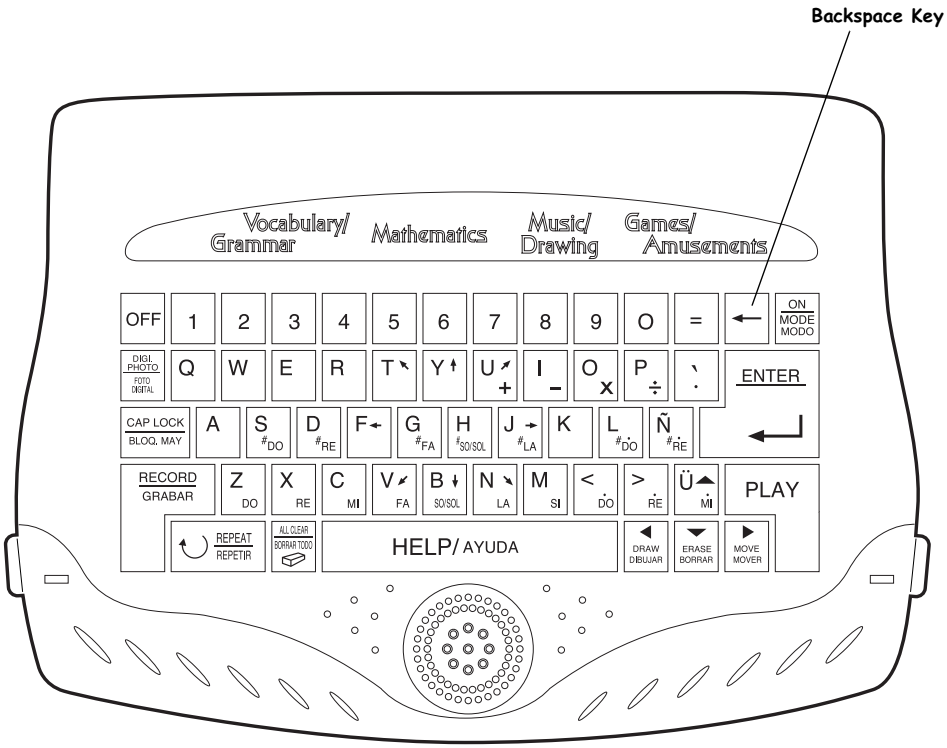
You can power the laptop from a standard AC outlet using an optional AC adapter.

**Cautions:**

- You must use an AC adapter that supplies 6 volts and delivers at least 300 mA. Its center tip must be set to positive and its plug must fit the laptop's **DC 6V** jack. Using an adapter that does not meet these specifications could damage the laptop or the adapter.
- Always plug the AC adapter into the laptop before you plug it into the AC outlet.

1. Insert the AC adapter's barrel plug into the laptop's DC 6V jack.
2. Plug the adapter into a standard AC outlet.

**Caution:** When you finish using the laptop, turn it off and unplug the adapter from the AC outlet before unplugging it from the laptop. Do not leave the laptop plugged in when you are not using it.




# ❒ Operation

## OPENING THE COVER

1. Place the laptop on a flat surface, then press the lock/release buttons on either side of the laptop to unlock the cover.
2. Lift up the cover so you can see the screen.
3. When you finish using the laptop, fold the cover down until it locks into place.

## TURNING THE LAPTOP ON AND OFF

1. To turn on the laptop, press **ON/ MODE**. The laptop plays a short melody, **`Bilingual Talking Laptop`** appears, and the laptop prompts you to select a language.
2. Press **E** for English or **S** for Spanish, then press **ENTER**. Or click the mouse or press **ENTER** when the desired language appears.
3. To turn off the laptop, press **OFF**. The laptop says "Bye Bye" and turns itself off.

**Note:** If you do not press a key for 5 minutes, the laptop says "Bye Bye" and turns off automatically to save power. To turn it back on, press **ON/MODE**.

## SELECTING AN ACTIVITY

This section provides general instructions for playing games on the laptop. For information about each game, see "Activities" on Page 7.)

1. Press **ON/MODE** to select an activity. The laptop shows you the Category Selection Menu (**1. Vocabulary & Grammar**, **2. Mathematics**, **3. Music & Drawing**, **4. Game & Amusement**) and says "Select an activity."

   **Note:** If you do not press a key for about 10 seconds, the laptop repeats the instructions until you select an activity.

2. Type in the activity number and press **ENTER**. You can also select the activity step by step from the Category Selection Menu:

   - When the desired category appears, press **ENTER** or click the mouse.
   - Select the activity from the number box using the arrow keys or just type in the number.
   - After your selection, press **ENTER** or any mouse button.

If you want to go to another activity before finishing the existing activity, press **ON/MODE** to go back to the Category Selection Menu and restart the selection procedures.

**Notes:**

- While in any vocabulary, grammar, mathematics or shape puzzles activity, you can get help by pressing **HELP**.
- If you do not input an activity within about 40 seconds, the laptop will begin Activity 40, a demonstration of the available games.

## SCORING

Every time you answer a question correctly, an animated character appears and congratulates you.

If you answer incorrectly, the laptop sounds a low tone and says "Try again," also showing an animation. If you get the wrong answer a second time, the laptop sounds a low tone and displays the correct answer.

The vertical bars at the top of the screen indicate the number of questions answered correctly. For example, if you answer three questions correctly, three bars appear.

At the end of the activity, the laptop gives you feedback on your performance.

# ❒ Activities

This section describes all of the games and activities you can play on your laptop. Each description includes explanations of how the game is played, whether the game or activity is scored and how you earn points if it is scored.

**Notes:**

- Clicking the left or right mouse button is the same as pressing **ENTER** on the keypad.
- Any time you miss a picture or need to see it again, press **REPEAT**.
- When you finish an activity, the Category Selection Menu appears. Type in the number of your desired activity and press **ENTER** or follow the activity selection procedures (see "Selecting an Activity" on Page 6).
- Use the backspace key or **ALL CLEAR** to fix any mistakes.

## CATEGORY 1: VOCABULARY & GRAMMAR

### Activity 1 — Missing Letter

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **1** then **ENTER** to enter Activity 1. The laptop displays a picture, then a word associated with that picture with one letter missing.
3. Type in the missing letter.

**Notes:**

- You earn one point for each correct answer. You have two chances to answer each question.
- If you answered incorrectly both times, the laptop shows you the correct answer, and you get no points.

### Activity 2 — Spelling Correction

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **2** then **ENTER** to enter Activity 2. The laptop displays a picture, then a word associated with that picture. There is one incorrect letter in the word.
3. Move the cursor to the incorrect letter, then type in the correct one.

### Activity 3 — Scrambled Word

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **3** then **ENTER** to enter Activity 3. The laptop displays a picture, then a scrambled word associated with that picture.
3. Move the cursor to the first letter of the word, then press **ENTER** or click the mouse. THe selected letter moves to the first letter of the second row.
4. Repeat Step 3 for the second and subsequent letters.

When you rearrange the letters in the correct order, you earn 1 point.

## Activity 4 — Extra Letter

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **4** then **ENTER** to enter Activity 4. The laptop displays a picture, then a word associated with the picture with an extra letter added.
3. Move the cursor to the incorrect letter, using the arrow keys or mouse, then press **ENTER** or click the mouse button.

## Activity 5 — Anagram

In Anagram, you make a new word using the displayed word.

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **5** then **ENTER** to enter Activity 5. The laptop displays a word.
3. Move the cursor to the desired letter of the old word, then press **ENTER** or click the mouse button. The selected letter moves to the second row to start your new word.
4. Repeat Step 3 until all the letters of the original word are used.

## Activity 6 — Plural

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **6** then **ENTER** to enter Activity 6. The laptop displays a picture with two identical items.
3. Type in the plural form of the word associated with the items, then press **ENTER**.

**Note:** You earn 1 point for each correct word.

## Activity 7 — Antonym

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **7** then **ENTER** to enter Activity 7. The laptop displays a word.
3. Type in the antonym (a word with the opposite meaning) in the second row.
4. Press **ENTER** after typing in the word.

**Note:** You earn 1 point for each correct word.

## Activity 8 — Flash Memory

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **8** then **ENTER** to enter Activity 8. The laptop displays a word for a short time, then repeats it once.
3. Recall the word and type it in, then press **ENTER**.

**Note:** You earn 1 point for each correct spelling.

## Activity 9 — Root Word

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **9** then **ENTER** to enter Activity 9. The laptop displays a word in the first row and shows two choices for the root of the word in the second row.
3. Highlight your choice for the root using the arrow keys or the mouse, then press **ENTER** or click the mouse button.

**Note:** You earn 1 point for each correct answer.

**Important:** In Spanish mode, this activity is Tenses, not Root Word. To play Tenses, follow these directions:

1. The laptop gives you a word in the upper part of the screen and asks for a particular tense of the word (for example, the past tense). It then gives you two choices for the correct tense of the word.
2. Use the up and down arrow keys to select one of the words, then press **ENTER**.

**Note:** The laptop tells you if your answer is correct.

### Activity 10 — Sentence

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **1**, **0**, then **ENTER** to enter Activity 10. The laptop scrolls a sentence with a missing word across the upper half of the screen.
3. Use the up or down arrows or the mouse to view possible replacement words.
4. When the desired word appears, press **ENTER** or click the mouse button.

**Note:** You earn 1 point for each correct answer.

### Activity 11 — Jumbled Sentences

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **1** twice, then **ENTER** to enter Activity 11. The laptop displays a scrambled sentence in the top part of the screen.
3. When you decide which word begins the sentence, use the left or right arrow keys to move to the selected word, then press **ENTER**. The selected word moves down to the second row.
4. Repeat Step 3 for the rest of the words.

**Note:** When all the words at the top are used, the laptop tells you if your unscrambled sentence is correct.

## CATEGORY 2: MATHEMATICS

### Activity 12 — Addition

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **1**, **2**, then **ENTER** to enter Activity 12. The laptop displays an addition question.
3. Type the correct answer and press **ENTER**.

**Note:** The laptop tells you if your answer is correct. You have two tries for each question.

### Activity 13 — Subtraction

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **1**, **3**, then **ENTER** to enter Activity 13. The laptop displays a subtraction question.
3. Type the correct answer and press **ENTER**.

**Note:** The laptop tells you if your answer is correct. You get two tries for each question.

## Activity 14 — Multiplication

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **1**, **4**, then **ENTER** to enter Activity 14. The laptop displays a multiplication question.
3. Type the correct answer and press **ENTER**.

**Note:** The laptop tells you if your answer is correct. You have two tries for each question.

## Activity 15 — Division

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **1**, **5**, then **ENTER** to enter Activity 15. The laptop displays a division question.
3. Type the correct answer and press **ENTER**.

**Note:** The laptop tells you if your answer is correct. You get two tries for each question.

## Activity 16 — Completing Equations

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **1**, **6**, then **ENTER** to enter Activity 16. The laptop displays an equation that is missing a mathematical symbol (+, −, ×, ÷).
3. Enter the correct symbol to complete the equation.

**Note:** The laptop tells you if your answer is correct.

## Activity 17 — Smaller/ Larger

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **1**, **7**, then **ENTER** to enter Activity 17. The laptop displays two mathematical problems, one on each row.
3. Work the problems and compare their results.
4. Enter > (greater than) or < (less than) to complete the equation.

**Note:** You have only one chance to get the correct answer.

## Activity 18 — Numbering Logic

The aim of this activity is for you to analyze and identify the mathematical operation behind the complete set of numbers.

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **1**, **8**, then **ENTER** to enter Activity 18. The laptop displays two pairs of numbers. A number is missing from one of the pairs.
3. Identify the mathematical relation between the two numbers of the complete pair, then apply the relationship to the incomplete pair to find out the missing number.
4. Type the missing number and press **ENTER**.

**Note:** You get two tries for each question.

## Activity 19 — Fraction

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **1**, **9**, then **ENTER** to enter Activity 19. The laptop displays an equation

consisting of mixed fractions. Part of one of the fractions is missing.

3. Figure out the number that makes the equation true. Type the number, then press **ENTER**.

**Note:** You have two tries to answer the question.

## Activity 20 — Percentages

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **2**, **0**, then **ENTER** to enter Activity 20. A percentage or a fraction appears.
3. If a percentage appears, type in the fraction corresponding to that percentage. If a fraction appears, type in the percentage corresponding to that fraction.

**Note:** The laptop tells you if your answer is correct. You have two tries for each question.

## Activity 21 — Algebra

It would be helpful to have some prior knowledge of algebra before attempting this activity.

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **2**, **1**, then **ENTER** to enter Activity 21. The laptop displays an equation which includes an unknown (**X**).
3. Figure out the value of **X** in order to solve the algebraic equation. Type the value and press **ENTER**.

**Note:** You have two tries for each question.

## Activity 22 — Factor & Multiples

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **2** twice, then **ENTER** to enter Activity 22. The laptop asks you either Lowest Common Multiple (LCM) or Highest Common Factor (HCF) questions.
3. In a HCF question, you see two numbers at the top of the screen and **HCF** below them. Find the HCF of the numbers, type it, then press **ENTER**.

   In a LCM question, you see three numbers at the top of the screen and **LCM** below them. Find the LCM of the numbers, type it, then press **ENTER**.

**Notes:**

- You have two tries for each question.
- The correct answer will not be scored if you use **HELP**.

## Activity 23 — Geometry

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **2**, **3**, then **ENTER** to enter Activity 23. The laptop displays a picture and asks you a question about its area.
3. Figure out the length, height, or area of the picture.
4. Type the answer and press **ENTER** or click the mouse.

**Notes:**

- Rectangle: Area = Length x Height
- Triangle: Area = Length x Height ÷ 2
- Square: Area = Length x Height

### Activity 24- Calculator

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **2**, **4**, then **ENTER** to enter Activity 24.
3. Use the laptop as calculator. Enter the calculation and press = to get the result.
   - The maximum length of the calculation is 10 digits, including any mathematical symbols.
4. To clear the screen and start a new calculation, press **ALL CLEAR**.

## CATEGORY 3: MUSIC & DRAWING

### Activity 25 — KARA-OK

You can sing along with the laptop or just listen to different songs in this activity. There are 26 songs in the memory.

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **2**, **5**, then **ENTER** to enter Activity 25.
3. Select a song by pressing any letter from **A** to **Z**.

### Activity 26 — Dance to Music

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **2**, **6**, then **ENTER** to enter Activity 26. The laptop displays a standing figure.
3. Press any letter from **A** to **Z** to select a melody from the memory.
4. Once the melody starts playing, press **T** or **U** to move the figure's arms, and **V** or **N** to move the figure's legs.

### Activity 27 — Music Maker

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **2**, **7**, then **ENTER** to enter Activity 27. Press the keys with the blue music symbols to compose your own melody.
3. Press **RECORD** before you begin composing to record your melody. **r** appears in the top right hand corner of the display during recording.

   **Note:** You can record up to 34 notes.
4. When you finish recording, press **PLAY** to hear the playback.
5. To erase the stored melody, press **ALL CLEAR**, change to another activity, or turn the laptop off.

### Activity 28 — Draw

This activity uses special drawing keys (**T**, **Y**, **U**, **F**, **J**, **V**, **B**, and **N**) to draw, move, and erase a picture.

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **2**, **8**, then **ENTER** to enter Activity 28.
3. Select the drawing mode by pressing **DRAW** (◄), **MOVE** (►), or **ERASE** (▼). A drawing point appears at the center of the screen.
4. Press **DRAW, then** use the drawing keys to draw.

Press **ERASE**, then use the drawing keys to erase points and lines in the drawing.

Press **MOVE**, then use the drawing keys to move to another location in your picture.

5. Use **ALL CLEAR** to clear the whole screen.

**Note:** You can also modify pictures that already exist on the laptop. Just press **DIGI PHOTO** to bring up different pictures until your desired picture appears, then use the command keys to alter it as desired.

### Activity 29 — Drawing Programming

This activity helps you learn how to transform manual operation into computer language to perform an automation. For example, you can program the laptop to draw a diamond.

The program starts with **Start** and ends with **End**. Use the drawing commands (**DRAW**, **ERASE** and **MOVE**), direction keys (**T**, **Y**, **U**, **F**, **J**, **V**, **B**, and **N**), and the distance units to create a procedure.

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **2**, **9**, then **ENTER** to enter Activity 29.
3. Choose the desired drawing command to begin your program.
4. Use the direction keys to tell your program in which direction to perform the operation and press **ENTER** after each step.

   **Note:** Although you push the direction keys, the letters **D**, **L**, **U**, **R**, **LU**, **LD**, **RU** and **RD** (meaning down, left, up, right, left up, left down, right up and right down) appear.
5. Enter the number of dots for the command to draw, move or erase. You can draw up to 9 dots in each command line.
6. Press **RECORD** to save the program.
7. To run the program, press **PLAY**.
8. To edit the program, press **REPEAT**. Use the backspace key to erase the commands one by one, or use **ENTER** to skip the correct procedures. Press **RECORD** to finish editing.
9. To erase the program, press **ALL CLEAR**.

## CATEGORY 4: GAMES & AMUSEMENT

### Activity 30 — Keyboard Typing

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **3**, **0**, then **ENTER** to enter Activity 30. The laptop displays letters from **A** to **Z** in random order.
3. Type the letter that appears. When you type the correct letter, the letter disappears and a new letter appears. You have 2 minutes to erase as many letters as possible.

**Note:** The small horizontal bars on top of the screen indicate the elapsed time.

### Activity 31 — Typing Practice

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **3**, **1**, then **ENTER** to enter Activity 31. A letter falls from the top of the screen.

3. Type the same letter before the letter gets to the bottom. When you type the correct letter, the letter disappears and a new letter starts to fall.

4. Press **CAPLOCK** to change to capital letters. ↑ appears at the top of the screen. Press **CAPLOCK** again to change to lowercase letters.

**Note:** There is a 3-minute time limit. The small horizontal bars at the top of the screen show the time elapsed. The more letters you get, the higher your score.

## Activity 32 — WordInvaders

1. Press **ON/MODE** to go to the Category Selection Menu.

2. Press **3**, **2**, then **ENTER** to enter Activity 32. A word falls from the top of the screen.

3. Type the word before it reaches the bottom. The speed of the falling words increases the longer you play.

**Note:** The time indicator bars are located at the top of the screen. All the bars turn off when time is up, and the laptop gives your overall score.

## Activity 33 — Paper-Stone-Scissors

1. Press **ON/MODE** to go to the Category Selection Menu.

2. Press **3** twice, then **ENTER** to enter Activity 33. The laptop is your opponent. It counts from one to three.

3. Press **1** (Stone), **2** (Scissors), or **3** (Paper) immediately after the third count or you will lose the game.

**Note:** You win if your choice beats the computer's choice. Stone beats scissors, scissors beat paper, and paper beats stone.

## Activity 34 — Tower of Hanoi

The objective of this game is to move all the bars from the pole at the far left to the pole at the far right. You can move bars to middle pole while you work with other bars.

1. Press **ON/MODE** to go to the Category Selection Menu.

2. Press **3**, **4**, then **ENTER** to enter Activity 34. Select the level of difficulty from 1 (easiest) to 5 (most difficult). Press the desired number key.

3. Place the bars on any pole. You cannot stack a larger bar on top of a smaller bar.

   - To select a bar, use the arrow keys (at the bottom right corner of the keyboard) or the mouse to move the cursor to the desired bar, then press **ENTER** or click the mouse.

4. To deposit the selected bar on a pole, press **ENTER** or click the mouse again.

**Note:** The fewer moves it takes you to accomplish this objective, the higher your score.

## Activity 35 — Shape Puzzle.

1. Press **ON/MODE** to go to the Category Selection Menu.

2. Press **3**, **5**, then **ENTER** to enter Activity 35. A picture appears, then divides into four sections and reappears with the sections in random order.

3. Assign the parts a number according to their original order.

| | |
|---|---|
| **1** | the upper left |
| **2** | the upper right |
| **3** | the lower left |
| **4** | the lower right |

**Note:** The laptop displays the correct answer if you do not answer correctly after two attempts.

## Activity 36 – Discovery

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **3**, **6**, then **ENTER** to enter Activity 36. There are ten pairs of cards facing down. You have 3 minutes to match all the cards. You can turn up two cards at a time.
3. Use the arrow keys at the bottom right corner of the keyboard or the mouse to select the desired card, then press **ENTER** or click the mouse.

**Notes:**

- If you match two cards, they change to rectangles. If you do not match the cards correctly, they will be turned down again.
- Try to remember all the cards that you have turned over.
- The game ends when you have matched all the cards or your time is up.

## Activity 37 — Tic-Tac-Toe

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **3**, **7**, then **ENTER** to enter Activity 37.
3. Press **1** to play against the laptop, or **2** to play against a friend.

   The objective is to get three plus signs in a row. Whoever can get three in a row first is the winner.

   The laptop shows whose turn it is by a flashing cursor under the player's number.

## Activity 38 — Grand-Prix

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **3**, **8**, then **ENTER** to enter Activity 38. Use ◄ and ► for steering, and ▲ and ▼ to increase or decrease speed.

**Notes:**

- You have three cars to drive as far as possible within $2^1/_2$ minutes. Try to keep the car on the track. If a car runs off the track, you will lose it.
- At the end of the game, the laptop displays the total distance you have driven.

## Activity 39 — Ping-Pong

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **3**, **9**, then **ENTER** to enter Activity 39. A ball drops from the top of the screen, and you must use your ping-pong paddle to keep it from falling to the ground.

   When you hit the ball, it bounces back up and rebounds from the side or top and comes down again.

**Notes:**

- You receive one point for each time you hit the ball. Score as many points as you can within the time limit. You

have five misses before the game ends.

- To adjust the level of difficulty, you can increase the ball's speed by pressing the up arrow key, or decrease its speed by pressing the down arrow key.

### Activity 40 — Demo

1. Press **ON/MODE** to go to the Category Selection Menu.
2. Press **4**, then **0**, and then **ENTER** to enter Activity 40. The laptop demonstrates all the activities.

## CARE

To enjoy your RadioShack Bilingual Talking Laptop for a long time:

- Keep the laptop dry. If it gets wet, wipe it dry immediately.
- Use and store the laptop only in normal temperature environments.
- Handle the laptop gently and carefully. Do not drop it.
- Keep the laptop away from dust and dirt.
- Wipe the laptop with a damp cloth occasionally to keep it looking new.

Modifying or tampering with the laptop's internal components can cause a malfunction and might invalidate its warranty. If your laptop is not performing as it should, take it to your local RadioShack store for assistance.


**Limited Ninety-Day Warranty**

This product is warranted by RadioShack against manufacturing defects in material and workmanship under normal use for ninety (90) days from the date of purchase from RadioShack company-owned stores and authorized RadioShack franchisees and dealers. EXCEPT AS PROVIDED HEREIN, RadioShack MAKES NO EXPRESS WARRANTIES AND ANY IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES CONTAINED HEREIN. EXCEPT AS PROVIDED HEREIN, RadioShack SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED DIRECTLY OR INDIRECTLY BY USE OR PERFORMANCE OF THE PRODUCT OR ARISING OUT OF ANY BREACH OF THIS WARRANTY, INCLUDING, BUT NOT LIMITED TO, ANY DAMAGES RESULTING FROM INCONVENIENCE, LOSS OF TIME, DATA, PROPERTY, REVENUE, OR PROFIT OR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, EVEN IF RadioShack HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

In the event of a product defect during the warranty period, take the product and the RadioShack sales receipt as proof of purchase date to any RadioShack store. RadioShack will, at its option, unless otherwise provided by law: (a) correct the defect by product repair without charge for parts and labor; (b) replace the product with one of the same or similar design; or (c) refund the purchase price. All replaced parts and products, and products on which a refund is made, become the property of RadioShack. New or reconditioned parts and products may be used in the performance of warranty service. Repaired or replaced parts and products are warranted for the remainder of the original warranty period. You will be charged for repair or replacement of the product made after the expiration of the warranty period.

This warranty does not cover: (a) damage or failure caused by or attributable to acts of God, abuse, accident, misuse, improper or abnormal usage, failure to follow instructions, improper installation or maintenance, alteration, lightning or other incidence of excess voltage or current; (b) any repairs other than those provided by a RadioShack Authorized Service Facility; (c) consumables such as fuses or batteries; (d) cosmetic damage; (e) transportation, shipping or insurance costs; or (f) costs of product removal, installation, set-up service adjustment or reinstallation.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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